



# SHADOWMOOR™

Illus. Adam Rex

PLAYER'S GUIDE

**MAGIC**  
The Gathering®







# THE DARK MIRROR










Dark times have befallen the plane of Lorwyn, both literally and figuratively. But just because it's gotten creepy here doesn't mean it's any less fun!

The overwhelming mechanical theme of the *Shadowmoor*<sup>™</sup> set is perhaps the most basic and the deepest *Magic*<sup>™</sup> theme of all: color. Color synergy feels great because it reinforces what your decks were probably going to do anyway, which is to play only one or two colors. Normally, this strategy means you'll have the mana you need to play your cards. In this set, it also means you'll get plenty of bonuses on top of that.

The *Shadowmoor* set is filled with cards that care about color in all sorts of ways. Some get better if you have permanents of specific colors in play. Some provide a bonus each time you play a spell of a certain color. Some make your creatures better if those creatures are the right colors. Some change their effects depending on what colors of mana you spent to play them. And *conspire*, a new keyword, gives you an extra copy of a spell if you get two creatures that share a color with the spell to help you out.

## A Little of This, a Little of That

The fuel that turbocharges the "color matters" theme is one of the most fun mechanics ever printed. Say hello to hybrid cards! Each hybrid mana symbol represents a cost that can be paid with one of two colors. For example,  can be paid with  or . That means you can play a  card like *Wilt-Leaf Liege* in a green deck, a white deck, or a green-white deck. And since *Wilt-Leaf Liege* is both green and white, playing a second one makes each give the other +2/+2!

The new monocolored hybrid cards take this concept around a very funky bend. These cards, which have mana costs like , can be played in any deck! While it's certainly more efficient to pay  than it is to pay  (or  or ), this might just be the burn spell your green deck's been looking for.







Illus. Greg Staples

## The Incredible Shrinking Creatures

To date, only twenty **Magic: The Gathering**® cards have used -1/-1 counters in any way. That number is dwarfed in the *Shadowmoor* set, which is permeated by a penchant for slow destruction and incremental rot. Creatures with the wither ability deal damage to other creatures in the form of -1/-1 counters, so that damage permanently debilitates the recipient. Creatures with the persist keyword pop back out of the graveyard when they die, but only if they didn't have any -1/-1 counters on them . . . and, of course, each one comes back with a -1/-1 counter on it. You'll see plenty of other uses for these nasty counters throughout the set. Just try to keep them on the other side of the table.



## Straighten Up and Fly Right

Since two major shake-the-foundation-of-the-game themes in one set simply aren't enough, the *Shadowmoor* set also introduces **U**, the untap symbol. This is the mechanical mirror of **T**, the tap symbol—it works exactly the same, except it means “untap this permanent” instead of “tap this permanent.” Play a creature's **U** ability while you're being attacked and you'll get a fresh blocker as well!

In many ways, the *Shadowmoor* set takes a dark mirror to the typical **Magic** game. While it plays very differently than any **Magic** set that's come before it, it still manages to feel familiar—and *fun*. In a land of eternal night, your only option is to party till dawn!





# THE TEN COOLEST SHADOWMOOR CARDS

by Aaron Forsythe, *Shadowmoor* lead developer

## 1. Godhead of Awe

Few creatures are capable of ruling a table like Godhead of Awe can. All of the opposition's Dragons, Angels, and Giants will be reduced to tiny 1/1's that will perish from even a single -1/-1 counter. It takes four other flying creatures to take out Godhead of Awe in combat, making it a nigh-unstoppable attacker.

## 2. Boartusk Liege

The *Shadowmoor* Liege cycle features some of the most efficient "lords" ever printed. Boartusk Liege single-handedly turns your army of 2/1 Tattermunge Witches and Tattermunge Maniacs into 4/3 monstrosities. And just imagine having *two* Lieges in play, pumping each other up!

## 3. Flame Javelin

An instant that deals 4 damage for three mana is a great bargain for any red deck, but don't think the fun ends there. By using its special hybrid cost, any deck that can muster six mana can access this hot little number!

## 4. Oona, Queen of the Fae

Oona is a central figure in both the *Lorwyn*<sup>™</sup> and *Morningtide*<sup>™</sup> storylines, and her card doesn't disappoint. Not only is it a massive 5/5 flying creature, but its special ability is capable of turning the contents of your opponents' decks against them. Grind away their decks and make an army of Faeries? Now that's a double whammy!

## 5. Murderous Redcap

Creatures with persist typically require a little extra killing to get rid of. But Murderous Redcap doesn't mind; it engages in some extra killing along the way! Combine its vicious comes-into-play ability with power-pumpers like the *Lorwyn* set's Mad Auntie or Primal Forgecage, a *Time Spiral*<sup>™</sup> Elf Shaman, for extra helpings of damage.





## 6. Howl of the Night Pack

They say the more the merrier, but your opponents won't be feeling so merry as they stare down your army of 2/2 Wolf tokens. You need to provide the Forests—try cards like Farhaven Elf and core-set staple Rampant Growth—and the Howl will do the rest.



## 7. Oversoul of Dusk

Green and white are both known for having creatures that are tough to get rid of. So what do you get for five green/white mana? Why, a 5/5 that has protection from anything the other three colors can throw at it. Your opponents will need to reconsider their color choices after getting bashed by this big beater.



## 8. Runed Halo

Afraid of Mind Shatter? Bogardan Hellkite ruining your evening? Shut them all down with Runed Halo, a card that gives you protection from whatever card you choose. No longer will you be targeted or damaged by whatever you chose, leaving your opponents holding the bag.



## 9. Reaper King

*"It's harvest time."* Scarecrows are a creepy, quirky new artifact race, and they get a whole lot nastier when their legendary leader is around. The King's five-color cost makes it a perfect complement to its minions that care about color, and its permanent-destroying ability promises to make every game a lopsided affair.



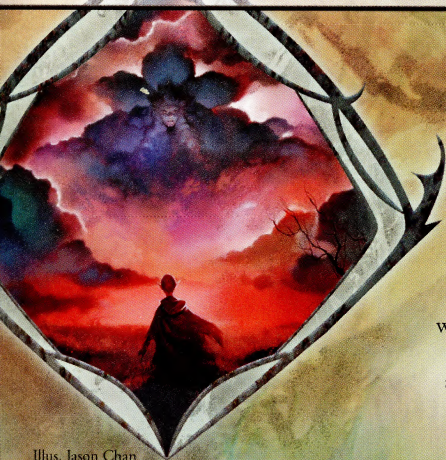
## 10. Shield of the Oversoul

Play the Shield on a white creature and you end up with a big flier. Play it on something green and you'll have a big indestructible creature. But play it on any of the *Shadowmoor* green-white hybrid creatures and your enormous unkillable evasive monster will be the envy of the table!





# THE SHADOWS AWAKEN



Illus. Jason Chan

Rhys, the elf renegade with broken horns, was poised to regain his position in elf society. Ashling was poised to accept the destiny thrust upon her by an elemental entity. The sapling grown from Colfenor's seedcone was poised to make the old treefolk's plans a reality. At the moment they all saw their plans coming to fruition, everything changed.

Darkness fell. The Great Aurora swept across the plane, transforming it into an eerie world of permanent gloom and wiping away almost all traces of its former nature. The denizens of the plane have transformed along with it, memories and all, and now only a precious few still remember the name Lorwyn. All others know the world by its new name: Shadowmoor.

The formerly lighthearted races have taken on newer, darker identities. Boggarts, once mischievous scamps, have become malicious savages. The rustic superstition of the kithkin has turned to xenophobic suspicion. Merrows, once the silver-tongued traders of the river system, have become its covetous cutthroats. The passionate flamekin have all but burnt out, becoming bitter, smoldering cinders of their former selves. The elves, once tyrannical predators, have risen to become the only defenders of light; their dominance forgotten, they now humbly work to preserve what beauty still remains among the haunted shadows.







Illus. Todd Lockwood

Illus. Steve Prescott

As the darkness has brought out new identities, so has it awakened new threats. Moaning spirits, impish oddities, and enormous monsters of lore that remained hidden during sunny times now emerge to roam the land. Shadowmoor is now the province of banshees, pucas, duergar, scuttling scarecrows—and elder demigods that have slept since the last Aurora.

In the wake of all these changes, the heroes find themselves scattered across the plane. Although they weathered the Aurora with their memories intact, the kithkin Brigid and the elf Maralen face serious setbacks to their mission. They find that old allies have become their enemies, and the Aurora may have wiped away forever the secrets they sought. They'll cross paths with Jack, a kithkin whose village is threatened by a marauding giant, as they try to learn the truth and crack open the mysteries of the plane. If their improvised plan succeeds, they'll be in possession of a crucial key to the mystery—but they face a ghoulish, unfamiliar world that stands in their way.

Illus. Jesper Eising



# LANDS OF SHADOWMOOR

Every **Magic** setting interprets the five basic land types differently. If one word could sum up the setting of the *Shadowmoor* set, it would be eerie: the leaves are gone from the trees, the sun is gone from the sky, and weird creatures of old folklore lurk in the wilderness.

## Forests

Variations on the “haunted woods” of your imagination, Shadowmoor’s trees have twisted trunks and branches that seem to reach out for you. Home to elves and, of course, treefolk, as well as marauding goblins.

Illus. Chippy



## Plains

Tall enough to conceal unknown dangers, the fields of dry grasses and grains have enough barbs and thorns to deter most who try to move through them. Home to the kithkin, and some elves live at their edges.

Illus. Omar Rayyan



## Islands

Shadowmoor has no oceans. Waterways range from small algae-choked ponds and murky creeks to sizable rivers. Known as merrows, Shadowmoor's merfolk are tyrants of the waters. Kithkin live along the banks.

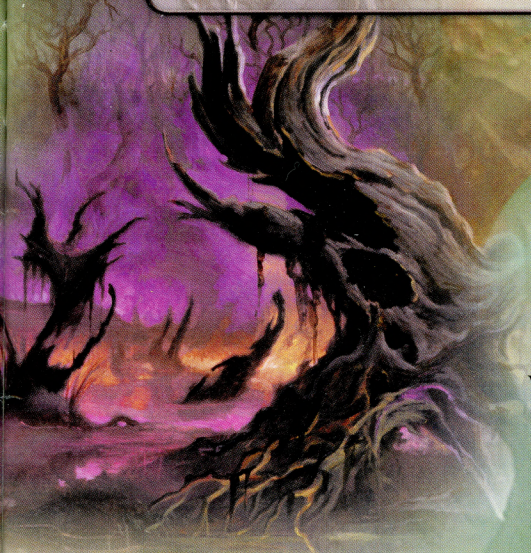
Illus. Brandon Kirkowski



## Swamps

This is a world of peat bogs and mossy fens full of decay and desolation. Merrows skulk through swamp waters looking for prey and treasures. Violent boggarts raid nearby settlements. Untold horrors lurk in the muck.

Illus. Lars Grant-West



Illus. Dave Kendall

## Mountains

Jagged rock crags, dangerous caves, and strange, threatening cairns are the closest things to "mountains" on Shadowmoor. Home to the blackened cinders that are all that's left of Lorwyn's flamekin, as well as goblins and giants.

See all the *Shadowmoor* basic land cards on pages 45–47 of the Card Encyclopedia.





# HIDDEN AWAY

The plane of Shadowmoor is Lorwyn seen through a veil of eerie shadow. Some cards in the *Shadowmoor* set have subtle links to *Lorwyn* cards. One of the most prominent links exists between the *Lorwyn* hideaway lands and a cycle of *Shadowmoor* monsters. After the Aurora swept across the plane, creatures previously imprisoned as lands awoke—and they're not happy. And each card of the “awakened creature” cycle is designed to play well in a deck with the corresponding land.



## Windbrisk Heights ➔ Windbrisk Raptor

The Raptor's wings were frozen for generations in the shape of a blustery cliff. Now it awakens to ravage this world of eternal night—and your opponent's life total. Consider the benefits of the Raptor hitting play just as you attack with three creatures to activate Windbrisk Heights.

## Shelldock Isle ➔ Isleback Spawn

Denizens of Lorwyn once used some huge old shells as convenient picnic spots. As it turned out, some of these Shelldock Isles weren't as uninhabited as they thought. Milling deck, anyone?





## Howltooth Hollow → Hollowborn Barghest

The Barghest is a monstrous black hound that howls its way right out of European folklore. And it will howl its way right out of the Howltooth Hollow when you're ready for the Barghest to start chewing giant holes in your enemies.



## Spinerock Knoll → Knollspine Dragon

Mountain climbers of Lorwyn always thought that knoll looked like the spine of something . . . big. Turns out it was a bloodthirsty dragon lying dormant under the rocks and overgrowth—until the sun disappeared and it reared its ugly head once more. Now the crater left by the dragon serves as a source of inspiration for witches obsessed with dragonfire.

## Mosswort Bridge → Mossbridge Troll

Trolls have always lurked under bridges in storybook worlds. The *Lorwyn* set provided the Bridge, but now the *Shadowmoor* card provides the enormous Troll. Note that having the 10 power worth of creatures necessary to activate Mosswort Bridge is exactly what Mossbridge Troll needs to get a—let's say *sizeable*—bonus.





# COMBO CORNER

by Mike Turian, Magic developer

## Deus of Calamity & Runes of the Deus

This combo is so awesome that the cards' names hint at the combo! When Deus of Calamity hits for 6 damage you can destroy one of your opponent's lands. With Runes of the Deus giving it double strike, you can be hitting for 16 and destroying two lands every turn.



## Flourishing Defenses & Witherscale Wurm & Fate Transfer

Swing away with the Witherscale Wurm and put your opponents in a bind. Blocking your Wurm causes Flourishing Defenses to spit out an army of 1/1 Elves. Then you can use Fate Transfer to kill another of their creatures—and get even more 1/1 Elves!—by moving the Wurm's -1/-1 counters onto their best creature. Of course your opponent can always decide to let Witherscale Wurm through and take 9 damage. It's a win-win situation!



## Murderous Redcap & Torrent of Souls

Murderous Redcap can come out and kill a 2-toughness creature on its own. Then when its persist ability brings it back, it will do another 1 damage. Just when your opponent thinks the pain has stopped and Murderous Redcap is truly gone, cast Torrent of Souls. Since the Redcap has 4 power when it comes into play, it will deal 4 damage and start the carnage all over again!



# Cast a light on the shadows . . .



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# SHADOWMOOR™

## Card Encyclopedia

The *Shadowmoor* Card Encyclopedia shows the entire *Shadowmoor* card set.  
To keep track of your cards, just turn to the checklist on pages 48–50.

**Apothecary Initiate** 



**Creature — Kithkin Cleric** 

Whenever a player plays a white spell, you may pay  $\frac{1}{2}$ . If you do, you gain 1 life.

*Kithkin jealously hoard their knowledge of poisons and remedies so that no outside threat can benefit from their wisdom.*

— Key Walker

**1/1**

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**Armored Ascension**  



**Enchantment — Aura** 

Enchant creature

Enchanted creature gets +1/+1 for each Plains you control and has flying.

*"Why enchant feathers to make them sturdy when we can enchant shields to make them fly?"*

— Braenna, cobblesmith

— Matt Cavotta

**2/2**

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**Ballynock Cohort**  



**Creature — Kithkin Soldier** 

First strike

Ballynock Cohort gets +1/+1 as long as you control another white creature.

*A kithkin's worst enemy is solitude.*

— Jesper Eping

**2/2**

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**Barrenton Medic**  



**Creature — Kithkin Cleric** 

 Prevent the next 1 damage that would be dealt to target creature or player this turn.

Put a -1/-1 counter on Barrenton Medic.

*His dreams are filled with noxious powders and clinking vials.*

— Trevor Haise

**0/4**

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**Boon Reflection**  



**Enchantment** 

If you would gain life, you gain twice that much life instead.

*Kithkin healers chant the clan songs of both their parents over the broth to double its curative effect.*

— Terese Nielsen & Ron Spencer

**2/2**

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**Goldenglow Moth** 



**Creature — Insect** 

Flying

Whenever Goldenglow Moth blocks, you may gain 4 life.

*Ordinary moths follow it, drawn to its light.*

— Howard Lyon

**0/1**

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**Greater Auramancy** ↓ ☼



**Enchantment** ☼

Other enchantments you control have shroud.  
Enchanted creatures you control have shroud.

*A delicate veil of glamers can prove as sturdy as iron.*

—Chuck Iakacs  
M & C: 1993–2008 Wizards of the Coast, Inc. 9/30/1

**Inquisitor's Snare** ↓ ☼



**Instant** ☼

Prevent all damage target attacking or blocking creature would deal this turn. If that creature is black or red, destroy it.

*Driven by their paranoia, kithkin inflict on their foes all the agonies they believe would have been inflicted on them.*

—Michael Sutfin  
M & C: 1993–2008 Wizards of the Coast, Inc. 9/30/1

**Kithkin Rabble** ↓ ☼



**Creature — Kithkin** ☼

Vigilance

Kithkin Rabble's power and toughness are each equal to the number of white permanents you control.

*If the slightest hint of panic enters the thoughts of bakers, potters, and even medics drop their spoons and salves to take up arms.*

—Omar Rayyan ★/★  
M & C: 1993–2008 Wizards of the Coast, Inc. 9/30/1

**Kithkin Shielddare** ↓ ☼



**Creature — Kithkin Soldier** ☼

\* \* Target blocking creature gets +2/+2 until end of turn.

*The nova glyph is a potent symbol. A shield embossed with it can resist the force of even the most determined giant.*

—Christopher Moehler 1/1  
M & C: 1993–2008 Wizards of the Coast, Inc. 10/30/1

**Last Breath** ↓ ☼



**Instant** ☼

Remove target creature with power 2 or less from the game. Its controller gains 4 life.

*"Tsk. You'd think those nasty merrows would know how to hold their breath."  
—Olka, mistmeadow witch*

—Thomas Denmark  
M & C: 1993–2008 Wizards of the Coast, Inc. 11/30/1

**Mass Calcify** ↓ ☼



**Sorcery** ☼

Destroy all nonwhite creatures.

*The dead serve as their own tombstones.*

—Brandon Kitkowski  
M & C: 1993–2008 Wizards of the Coast, Inc. 12/30/1

**Mine Excavation** ↓ ☼



**Sorcery** ☼

Return target artifact or enchantment card to a graveyard to its owner's hand.

Conspire *(As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

—Chippy  
M & C: 1993–2008 Wizards of the Coast, Inc. 13/30/1

**Mistmeadow Skulk** ↓ ☼



**Creature — Kithkin Rogue** ☼

Lifelink, protection from converted mana cost 3 or greater

*Doyo suspected the boggarts of brewing a plot against his crop, so he scythed away his grain to clear the sightlines.*

—Omar Rayyan 1/1  
M & C: 1993–2008 Wizards of the Coast, Inc. 14/30/1

**Niveous Wisp** ↓ ☼



**Instant** ☼

Target creature becomes white until end of turn. Tap that creature. Draw a card.

*In a world devoid of sun, illumination comes from cheerless fires or the wandering spirits of the dead.*

—Jim Nelson  
M & C: 1993–2008 Wizards of the Coast, Inc. 15/30/1



**Order of Whiteclay** 



**Creature — Kithkin Cleric** 

**1** **W**, **U**: Return target creature card with converted mana cost 3 or less from your graveyard to play. (**U** is the untap symbol.)

*Made from the clay of burial wounds, the face paint of the priests is a sign of their respect for those whose rest they interrupt.*

— Steven Bellendin

1/4

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**Pale Wayfarer** 



**Creature — Spirit Giant** 

**2** **W**, **U**: Target creature gains protection from the color of its controller's choice until end of turn. (**U** is the untap symbol.)

*As it wandered Shadowmoor, it did not remember its crime—only its shame.*

— Heather Hudson

4/4

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**Prison Term** 



**Enchantment — Aura** 

Enchant creature

Enchanted creature can't attack or block and its activated abilities can't be played.

Whenever a creature comes into play under an opponent's control, you may attach Prison Term to that creature.

*Clear out the cell. Bring in the next prisoner.*

— Zoltan Boros & Gabor Sziroczai

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**Resplendent Mentor** 



**Creature — Kithkin Cleric** 

White creatures you control have **U**: You gain 1 life."

*Thoughtweft gives new meaning to the phrase "common knowledge."*

— Franz Vohwinkel

2/2

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**Rune-Cervin Rider** 



**Creature — Elf Knight** 

Flying

**U**, **W**: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

— Dan Scott

2/2

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**Runed Halo** 



**Enchantment** 

As Runed Halo comes into play, name a card.

You have protection from the chosen name. (*You can't be targeted, dealt damage, or enchanted by anything with that name.*)

— Steve Prescott

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**Safehold Sentry** 



**Creature — Elf Warrior** 

**2** **W**, **U**: Safehold Sentry gets +0/+2 until end of turn. (**U** is the untap symbol.)

*"These bracers were worn by my father and by his mother before him. Boggart fangs have shattered on them. Cinder flames have withered at their touch. While I wear them, the safehold will not fall."*

— William O'Connor

2/2

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**Spectral Procession** 



**Sorcery** 

(\* can be paid with any two mana or with \*. This card's converted mana cost is 6.)

Put three 1/1 white Spirit creature tokens with flying into play.

*"The dead have it easy. They suffer no more. If breaking their rest helps the living, so be it."*

— Ouka, mistmeadower witch

— Jeremy Erno

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**Strip Bare** 



**Instant** 

Destroy all Auras and Equipment attached to target creature.

*"All glammers lifted, all lies revealed, all flesh exposed."*

— Atayilla, elvish safearrighr

— Ralph Horsley

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**Twilight Shepherd** 3 3 3



**Creature — Angel**

Flying, vigilance

When Twilight Shepherd comes into play, return to your hand all cards in your graveyard put there from play this turn.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

—Jason Chan

5/5

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**Windbrisk Raptor** 5 3 3



**Creature — Bird**

Flying

Attacking creatures you control have lifelink.

*It awakened to gloom-fouled skies and responded with a righteous rage that shook the heavens.*

—Omar Kayvan

5/7

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**Woeleecher** 5 3 3



**Creature — Elemental**

\* , •: Remove a -1/-1 counter from target creature. If you do, you gain 2 life.

*One head senses the curse. The second loosens it from the soul. The third drinks it as an invigorating mist.*

—Lezy

3/5

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**Advice from the Fae** 3 3 3



**Sorcery**

( $\frac{1}{4}$  can be paid with any two mana or with  $\frac{1}{4}$ . This card's converted mana cost is 6.)

Look at the top five cards of your library. If you control more creatures than any other player, put two of those cards into your hand. Otherwise, put one of them into your hand. Then put the rest on the bottom of your library in any order.

—Chippy

1

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**Biting Tether** 3 3 3



**Enchantment — Aura**

Enchant creature

You control enchanted creature.

At the beginning of your upkeep, put a -1/-1 counter on enchanted creature.

*A chain of lies as strong as steel.*

—Thomas Denmark

1

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**Briarberry Cohort** 1 4 3



**Creature — Faerie Soldier**

Flying

Briarberry Cohort gets +1/+1 as long as you control another blue creature.

*A clique can cause far more mischief than one faerie on its own.*

—Carl Critchlow

1/1

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**Cerulean Wisps** 3 3 3



**Instant**

Target creature becomes blue until end of turn. Untap that creature. Draw a card.

*"If you see ghostly lights by the river, eat three twigs of marshroot to ward off helpies."*

—Kithkin superstition

—Jim Nebhan

1

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**Consign to Dream** 2 3 3



**Instant**

Return target permanent to its owner's hand. If that permanent is red or green, put it on top of its owner's library instead.

*"Dreams are fleeting. Reality even more so."*

—Oona, queen of the fae

—Richard Kane Ferguson

1

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**Counterbore** 3 3 3



**Instant**

Counter target spell. Search its controller's graveyard, hand, and library for all cards with the same name as that spell and remove them from the game. Then that player shuffles his or her library.

—Wayne England

1

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**Cursecatcher** 



**Creature — Merfolk Wizard** 

Sacrifice Cursecatcher: Counter target instant or sorcery spell unless its controller pays 1.

*"Of all the things that can be stolen, opportunity is the most valuable."*

—Warren Mahy 1/1

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**Deepchannel Mentor** 



**Creature — Merfolk Rogue** 

Blue creatures you control are unblockable.

*The rivers can no longer provide safe passage for travelers and commerce. They serve only as highways for raiders and channels for blood and war.*

—Jesper Eising 2/2

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**Drowner Initiate** 



**Creature — Merfolk Wizard** 

Whenever a player plays a blue spell, you may pay 1. If you do, target player puts the top two cards of his or her library into his or her graveyard.

*Nothing satisfies a merrow as much as drowning what it cannot have.*

—E. M. Gitz 1/1

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**Faerie Swarm** 



**Creature — Faerie** 

Flying

Faerie Swarm's power and toughness are each equal to the number of blue permanents you control.

*Untouched by the Aurora, Oona's faeries greeted the night like any other day.*

—Zoltan Boros & Gabor Salskizai \*/\*

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**Flow of Ideas** 



**Sorcery** 

Draw a card for each Island you control.

*"Beware the merrows, whose envy and covetousness surpasses even that of the ravenous whirlpools where they dwell."*

—The Book of Other Folk

—Mike Dringenberg 1/1

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**Ghastly Discovery** 



**Sorcery** 

Draw two cards, then discard a card.

Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it.)

*Korrigan's spirits bound to sources of water, shriek when they come upon their own drowned corpses.*

—Howard Lyon 1/1

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**Isleback Spawn** 



**Creature — Kraken** 

Shroud

Isleback Spawn gets +4/+8 as long as a library has twenty or fewer cards in it.

*The more deadly the lake monster, the shorter the tale.*

—Mark Tedin 4/8

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**Kinscaer Harpoonist** 



**Creature — Kithkin Soldier** 

Flying

Whenever Kinscaer Harpoonist attacks, you may have target creature lose flying until end of turn.

*The suspicious kithkin of Kinscaer patrol the shores, their eyes attuned to the shapes of outsiders.*

—Thomas M. Baza 2/2

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**Knacksaw Clique** 



**Creature — Faerie Rogue** 

Flying

1 ♦, ⚡. Target opponent removes the top card of his or her library from the game. Until end of turn, you may play that card. (♦ is the untap symbol.)

*Most of the Knacksaw clique's skills were hearn from the minds of others.*

—Steven Bellette 1/4

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**Leech Bonder** 2



**Creature — Merfolk Soldier**

Leech Bonder comes into play with two -1/-1 counters on it.

\*: Move a counter from target creature onto another target creature. (\* is the untap symbol.)

*Some don't know his face, but his pets are a dead giveaway.*

— M. Gist 3/3

**Merrow Wavebreakers** 4



**Creature — Merfolk Soldier**

1\*: Merrow Wavebreakers gains flying until end of turn. (\* is the untap symbol.)

*The merrows' prey have retreated from the shore, so they have learned to follow.*

— Alex Horley-Orlandelli 3/3

**Parapet Watchers** 2



**Creature — Kithkin Soldier**

\*: Parapet Watchers gets +0/+1 until end of turn.

*A kithkin town is not so much a town as a fortress, built to withstand the constantly besieging darkness. Only those most watchful and trustworthy are tasked with guarding its walls.*

— Scott Altmann 2/2

**Prismwake Merrow** 2



**Creature — Merfolk Wizard**

Flash

When Prismwake Merrow comes into play, target permanent becomes the color or colors of your choice until end of turn.

*"Seeing is believing" is a fact the merrows ruthlessly exploit in their dealings with the other residents of Shadowmoor.*

— Wayne England 2/1

**Puca's Mischief** 3



**Enchantment**

At the beginning of your upkeep, you may exchange control of target nonland permanent you control and target nonland permanent an opponent controls with an equal or lesser converted mana cost.

— Scott Altmann 17/51

**Put Away** 2



**Instant**

Counter target spell. You may shuffle up to one target card from your graveyard into your library.

*Kithkin spellbotlers spend half their time preserving old memories and the other half punishing the new.*

— Matt Cavotta 18/51

**River Kelpie** 3



**Creature — Beast**

Whenever River Kelpie or another permanent is put into play from a graveyard, draw a card.

Whenever a spell is played from a graveyard, draw a card.

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

— Jeff Easley 3/3

**Savor the Moment** 1



**Sorcery**

Take an extra turn after this one. Skip the untap step of that turn.

*The merrow took a moment for herself. She never gave it back.*

— Warren Mahy 50/51

**Sinking Feeling** 2



**Enchantment — Aura**

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

Enchanted creature has "1, Put a -1/-1 counter on this creature: Untap this creature."

— Ron Brown 11/51











**Incremental Blight** 3

**Sorcery**

Put a -1/-1 counter on target creature; two -1/-1 counters on another target creature, and three -1/-1 counters on a third target creature.

*Shadowmoor's main crops are rot, slime, and despair.*

— Lisa F. Takas

**Loch Korrigan** 3

**Creature — Spirit**

\*: Loch Korrigan gets +1/+1 until end of turn.

*"Don't look upon still waters without first breaking the surface. The korrigan will catch you with her gaze and drag you to your death."*

— Kirilkin superstition

— Daarken

1/1

**Midnight Banshee** 3

**Creature — Spirit**

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

At the beginning of your upkeep, put a -1/-1 counter on each nonblack creature.

*Many have heard the beginning of its low, sustained shriek but few the end.*

— Daarken

5/5

**Plague of Vermin** 6

**Sorcery**

Starting with you, each player may pay any amount of life. Repeat this process until no one pays life. Each player puts a 1/1 black Rat creature token into play for each 1 life he or she paid this way.

— Carl Critchlow

**Polluted Bonds** 3

**Enchantment**

Whenever a land comes into play under an opponent's control, that player loses 2 life and you gain 2 life.

*The mystic bond between spellcasters and the land is just as vulnerable to attack as the casters themselves.*

— Michael Sutfin

**Puppeteer Clique** 3

**Creature — Faerie Wizard**

Flying

When Puppeteer Clique comes into play, put target creature card in an opponent's graveyard into play under your control. It has haste. At the end of your turn, remove it from the game.

*Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

— Darren Raddy

3/2

**Rite of Consumption** 1

**Sorcery**

As an additional cost to play Rite of Consumption, sacrifice a creature.

Rite of Consumption deals damage equal to the sacrificed creature's power to target player. You gain life equal to the damage dealt this way.

— Rob Spence

**Sickle Ripper** 1

**Creature — Elemental Warrior**

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

*His sickle was forged in the heat of another cinder's funeral pyre.*

— Dan Smit

2/1

**Smolder Initiate** 1

**Creature — Elemental Shaman**

Whenever a player plays a black spell, you may pay 1. If you do, target player loses 1 life.

*"Life is a circle. Death is a vicious circle."*

— Chippy

1/1







**Crimson Wisps** 



**Instant** 

Target creature becomes red and gains haste until end of turn.  
Draw a card.

*The wisps are incomprehensible, yet cinders always hear a message of urgency.*

—Jan Nelson  
—The Sorcerer

**Deep-Slumber Titan** 



**Creature — Giant Warrior** 

Deep-Slumber Titan comes into play tapped.  
Deep-Slumber Titan doesn't untap during your untap step.  
Whenever Deep-Slumber Titan is dealt damage, untap it.  
*Do not disturb.*

—Steve Ericcott  
—The Sorcerer

7/7

**Elemental Mastery** 



**Enchantment — Aura** 

Enchant creature  
Enchanted creature has "e: Put X 1/1 red Elemental creature tokens with haste into play, where X is this creature's power. Remove them from the game at end of turn."

—Coryell Paul Orr  
—The Sorcerer

**Ember Gale** 



**Sorcery** 

Creatures target player controls can't block this turn. Ember Gale deals 1 damage to each white and/or blue creature that player controls.

*"Terrible wind. It whipped sparks into our skin, then stoked them even hotter!"*  
—Bowen, Barrenton guardcaptain

—Steve Ericcott  
—The Sorcerer

**Flame Javelin** 



**Instant** 

*(e) can be paid with any two mana or with . This card's converted mana cost is 6.)*  
Flame Javelin deals 4 damage to target creature or player.

*Cyara Spearhunter would have been renowned for her deadly accuracy, if it weren't for her deadly accuracy.*

—Lavor Hainsart  
—The Sorcerer

**Furystoke Giant** 



**Creature — Giant Warrior** 

When Furystoke Giant comes into play, other creatures you control gain "e: This creature deals 2 damage to target creature or player" until end of turn.

**Persist** (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

—Ralph Horsley  
—The Sorcerer

3/3

**Horde of Boggarts** 



**Creature — Goblin** 

Horde of Boggarts's power and toughness are each equal to the number of red permanents you control.  
Horde of Boggarts can't be blocked except by two or more creatures.

*Strategies don't come easily to the boggarts' feral minds, but full-on assault hasn't failed them yet.*

—Steve Ericcott  
—The Sorcerer

\*/\*

**Inescapable Brute** 



**Creature — Giant Warrior** 

Wither (This deals damage to creatures in the form of -1/-1 counters.)  
Inescapable Brute must be blocked if able.

*If you think you made it past him alive, he's just teasing you.*

—Steve Hainsart  
—The Sorcerer

3/3

**Intimidator Initiate** 



**Creature — Goblin Shaman** 

Whenever a player plays a red spell, you may pay 1. If you do, target creature can't block this turn.

*Don't stand in his way, for his way is full of pointy things and fire.*

—Ralph Horsley  
—The Sorcerer

1/1



**Jaws of Stone** 5

**Sorcery**

Jaws of Stone deals X damage divided as you choose among any number of target creatures and/or players, where X is the number of Mountains you control as you play Jaws of Stone.

*When giants find their secret kin, heroes infested, they have a whole range of solutions.*

—Totten Boros & Colin Goffe

**Knollspine Dragon** 5

**Creature — Dragon**

Flying

When Knollspine Dragon comes into play, you may discard your hand and draw cards equal to the damage dealt to target opponent this turn.

*It took to find a vast world in need of a master.*

—Kevin Prinscott

7/5

**Knollspine Invocation** 1

**Enchantment**

\* Discard a card with converted mana cost X. Knollspine Invocation deals X damage to target creature or player.

*Witches tempted by the power of flame gathered to study in the ruins of Spinerock Knoll.*

—Dave Dorman

**Mudbrawler Cohort** 1

**Creature — Goblin Warrior**

Haste

Mudbrawler Cohort gets +1/+1 as long as you control another red creature.

*Before a raid, the members of Wort's gang egg each other on with tales of their hunger and what they'll do to sate it, each outdoing the last.*

—Luca Borello

1/1

**Power of Fire** 1

**Enchantment — Aura**

Enchant creature

Enchanted creature has "C. This creature deals 1 damage to target creature or player."

*The cinders believe their flame was stolen by one they call the Extinguisher. All who now wield fire draw their desperate wrath.*

—Trevor Hairsine

**Puncture Bolt** 1

**Instant**

Puncture Bolt deals 1 damage to target creature. Put a -1/-1 counter on that creature.

*Cinder pyromancers measure their success by counting their enemies' smoking holes.*

—Travis Schwanke

**Pyre Charger** 2

**Creature — Elemental Warrior**

Haste

Pyre Charger gets +1/+0 until end of turn.

*His blade was forged over coals of moaning treefolk, curved at the optimum angle for severing heads, and heated to volcanic temperatures by his touch.*

—Mark Zug

1/1

**Rage Reflection** 4

**Enchantment**

Creatures you control have double strike.

*Vengeance is a dish best served twice.*

—Terina Nielsen & Ross Spencer

**Rustrazor Butcher** 1

**Creature — Goblin Warrior**

First strike

Wither (This deals damage to creatures in the form of -1/-1 counters.)

*A Bloodrort's blade is salted with blood and peppered with rust, seasoning and slaughtering in a single swipe.*

—Ross Spencer

1/2



**Slinking Giant** 2 2

**Creature — Giant Rogue**

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)  
Whenever Slinking Giant blocks or becomes blocked, it gets -3/-0 until end of turn.  
"I need a better hiding place."

—Dave Kendall  
4/4

**Smash to Smithereens** 1 2

**Instant**

Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.  
*The giant Tarvik dreamed that tinkers and machines caused all the world's woe. When he awoke from his troubled sleep, he took the name Tarvik Relicsmasher.*

—David Venters

**Wild Swing** 3 2

**Sorcery**

Choose three target nonenchantment permanents. Destroy one of them at random.  
*Though the shaman rarely got what she wanted, she was never disappointed in the result.*

—Richard Kane Ferguson

**Crabapple Cohort** 4

**Creature — Treefolk Warrior**

Crabapple Cohort gets +1/+1 as long as you control another green creature.  
*Seven wives made seven pies from seven apples, each plucked from its branches. Now bare and bitter, it comes to exact its price: one apple, one bone.*

—Richard Whitters  
4/4

**Devoted Druid** 1 1

**Creature — Elf Druid**

♦ Add ♣ to your mana pool.  
Put a -1/-1 counter on Devoted Druid: Untap Devoted Druid.  
*"Mana lurks in all things, even in the depths of one's own heart."*

—Darrell Riche  
0/2

**Dramatic Entrance** 3 1

**Instant**

You may put a green creature card from your hand into play.  
*Some things aren't worth waiting for.*

—Mike Bringsberg  
1/1

**Drove of Elves** 3 1

**Creature — Elf**

Drove of Elves's power and toughness are each equal to the number of green permanents you control.  
Drove of Elves can't be the target of spells or abilities your opponents control.  
*"The light of beauty protects our journeys through darkness."*

—Larry MacDougall  
\*/\*

**Farhaven Elf** 2 1

**Creature — Elf Druid**

When Farhaven Elf comes into play, you may search your library for a basic land card and put it into play tapped. If you do, shuffle your library.  
*"Tendant bloom does exist. It merely hides for its own safety."*

—Brandon Kirkoski  
1/1

**Flourishing Defenses** 4 1

**Enchantment**

Whenever a -1/-1 counter is placed on a creature, you may put a 1/1 green Elf Warrior creature token into play.  
*Many horrors take the bait of brave elf warriors walking alone, only to fall to the blades of rescuers lurking nearby.*

—Dan Scott  
1/1



**Foxfire Oak** 3

Creature — Treefolk Shaman

♦♦♦♦: Foxfire Oak gets +3/+0 until end of turn.

*"The brethren shall blaze with unnatural fire, and the flame shall consume and purify our rage."*  
—Treefolk catastrophe myth

—Dave Kendall  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

3/6

**Gleeful Sabotage** 1

Sorcery

Destroy target artifact or enchantment.

Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

—Todd Lockwood  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

**Gloomwidow** 2

Creature — Spider

Reach

Gloomwidow can't block creatures without flying.

*When gloomwidows mature, they abandon venom in favor of massive webs that span the eaves of cliffs.*

—Mark Yedin  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

3/3

**Gloomwidow's Feast** 3

Instant

Destroy target creature with flying. If that creature was blue or black, put a 1/2 green Spider creature token with reach into play. (It can block creatures with flying.)

*Each night, gloomwidows call fresh prey for their voracious hatchlings.*

—Thomas M. Baxa  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

**Howl of the Night Pack** 6

Sorcery

Put a 2/2 green Wolf creature token into play for each Forest you control.

*The murderous horrors of Raven's Run are legendary, but even that haunted place goes quiet when the night wolves howl.*

—Lars Grant West  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

**Hungry Spriggan** 2

Creature — Goblin Warrior

Trample

Whenever Hungry Spriggan attacks, it gets +3/+3 until end of turn.

*If a spriggan's eyes are larger than its stomach, it has ways to remedy the situation.*

—Drew Tucker  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

1/1

**Juvenile Gloomwidow** 3

Creature — Spider

Reach (This can block creatures with flying.)

Wither (This deals damage to creatures in the form of -1/-1 counters.)

*Gloomwidows venom is particularly virulent during the spider's first years, when it does most of its hunting near the forest floor.*

—Thomas M. Baxa  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

1/3

**Mana Reflection** 4

Enchantment

If you tap a permanent for mana, it produces twice as much of that mana instead.

*Despite its darkness, Shadowmoor doesn't want for growth. Legions of creeping things thrive in the shade.*

—Terese Nielsen & Ron Spencer  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

**Mossbridge Troll** 5

Creature — Troll

If Mossbridge Troll would be destroyed, regenerate it.

Tap any number of untapped creatures you control other than Mossbridge Troll with total power 10 or greater: Mossbridge Troll gets +20/+20 until end of turn.

—Jeremy Jarvis  
M.A., 2011, 2008 Wizards of the Coast Inc. 11/10/11

5/5



**Nurturer Initiate** 



**Creature — Elf Shaman** 

Whenever a player plays a green spell, you may pay 1. If you do, target creature gets +1/+1 until end of turn.

*The elves alone preserve the few shards of beauty left. There is no one else who cares.*

—Jim Pavlec

1/1

**Presence of Gond** 



**Enchantment — Aura** 

Enchant creature

Enchanted creature has “**P** Put a 1/1 green Elf Warrior creature token into play.”

*“Here lies Gond, hero of Safehold Taldren. May he ever guide our quest.”*

—Brandon Kirkouki

**Prismatic Omen** 



**Enchantment** 

Lands you control are every basic land type in addition to their other types.

*In times of portent, the land sculpts itself in accordance with the signs burned on the sky.*

—John Avon

**Raking Canopy** 



**Enchantment** 

Whenever a creature with flying attacks you, Raking Canopy deals 4 damage to it.

*“Raven’s Run has awoken, and ravens will no longer cry in its branches.”*

—Roon Ghatbark

—Heather Hudson

**Roughshod Mentor** 



**Creature — Giant Warrior** 

Green creatures you control have trample.

*He didn’t hear the cries of the treefolk whose branches he snapped or of the elves caught underfoot. He had eyes only for the path ahead.*

—Steven Belledin

5/4

**Spawnwrithe** 



**Creature — Elemental** 

Trample

Whenever Spawnwrithe deals combat damage to a player, put a token into play that’s a copy of Spawnwrithe.

*Its victims feel only an itchy, wriggling feeling just under their skin. By then, it’s far too late.*

—Daarken

2/2

**Toil to Renown** 



**Sorcery** 

You gain 1 life for each tapped artifact, creature, and land you control.

*The last survivor of her patrol, the warrior returned expecting disappointment and scorn. Instead she found gratitude. “You are alive. That is a cause to celebrate.”*

—Larry MacDougall

**Tower Above** 



**Sorcery** 

(**\* can be paid with any two mana or with  6.**)

This card’s converted mana cost is 6.

Until end of turn, target creature gets +4/+4 and gains trample, wither, and “When this creature attacks, target creature blocks it this turn if able.” (It deals damage to creatures in the form of 1-1 counters.)

—Thomas Denmark

**Viridescent Wisps** 



**Instant** 

Target creature becomes green and gets +1/+0 until end of turn.

Draw a card.

*In the twigs that night, the once timid boggart saw all the terrible, bloody things he was capable of. And it was glorious.*

—Jim Nelson



**Wildslayer Elves** 3



Creature — Elf Warrior

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

Some elves battled too long in the deep shadows, their swords dipped too often in tainted flesh and poisoned blood.

— Dave Headall  
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3/3

**Witherscale Wurm** 4



Creature — Wurm

Whenever Witherscale Wurm blocks or becomes blocked by a creature, that creature gains wither until end of turn. (*It deals damage to creatures in the form of -1/-1 counters.*)

Whenever Witherscale Wurm deals damage to an opponent, remove all -1/-1 counters from it.

— Thomas M. Brea  
M.A. © 1993–2008 Wizards of the Coast, Inc. 111/301

9/9

**Woodfall Primus** 5



Creature — Treefolk Shaman

Trample

When Woodfall Primus comes into play, destroy target noncreature permanent.

Persist (*When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

— Adam Rex  
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6/6

**Ætherrow** 3



Instant

Put target attacking or blocking creature on top of its owner's library.

Conspire (*As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.*)

— Warren Mahy  
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**Augury Adept** 1



Creature — Kithkin Wizard

Whenever Augury Adept deals combat damage to a player, reveal the top card of your library and put that card into its converted mana cost.

Moonstones grant limited foresight but unlimited advantages.

— Steve Prescott  
M.A. © 1993–2008 Wizards of the Coast, Inc. 111/301

2/2

**Barrenton Cragtreads** 2



Creature — Kithkin Scout

Barrenton Cragtreads can't be blocked by red creatures.

"Boggarts are easy to get around. Just toss some muton in another direction. Giants are a little harder. You have to be quick to avoid their steps. Cinderes are the difficult ones, but even they have fears to be exploited."

— Daren Bader  
M.A. © 1993–2008 Wizards of the Coast, Inc. 112/301

3/3

**Curse of Chains** 1



Enchantment — Aura

Enchant creature

At the beginning of each upkeep, tap enchanted creature.

The giant's real punishment was the fleeting moment when he was allowed to stand before being dragged down to his knees again.

— Drew Tucker  
M.A. © 1993–2008 Wizards of the Coast, Inc. 110/301

**Enchanted Evening** 3



Enchantment

All permanents are enchantments in addition to their other types.

In the reflection, she saw the rough shell of the world sloughing away, revealing the truth shining underneath.

— Rebecca Guay  
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**Glamer Spinners** 4



Creature — Faerie Wizard

Flash

Flying

When Glamer Spinners comes into play, attach all Auras enchanting target permanent to another permanent with the same controller.

— Jesper Ejsing  
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2/4



**Godhead of Awe**

**Creature — Spirit Avatar**

Flying  
Other creatures are 1/1.

*"What she saw crawling upon this world repulsed her. Yet she could not tear her gaze away."*  
—The Seer's Parables

—Mark Zug  
TM & © 1993–2008 Wizards of the Coast, Inc. 142/301 **4/4**

**Mirrorweave**

**Instant**

Each other creature becomes a copy of target nonlegendary creature until end of turn.

*"Those who are different are untrustworthy, unpredictable. Put your safety in the hands of your own kind."*  
—Boccon, Barrerion guard/captain

—Jim Pavelec  
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**Mistmeadow Witch**

**Creature — Kithkin Wizard**

**2 \* \* :** Remove target creature from the game. Return that card to play under its owner's control at end of turn.

*Olka collected the evening mist for years, studying its secrets. Once she learned its essence, she could vanish with a thought.*

—Greg Staples  
TM & © 1993–2008 Wizards of the Coast, Inc. 144/301 **1/1**

**Plumeveil**

**Creature — Elemental**

Flash  
Flying, defender

*"It was vast, a great sheet of soaring wings, and equally silent. It caught us unawares and blocked our view of the kithkin stronghold."*  
—Grensch, merrow cutthroat

—Nils Hamm  
TM & © 1993–2008 Wizards of the Coast, Inc. 145/301 **4/4**

**Puresight Merrow**

**Creature — Merfolk Wizard**

**\* \* :** Look at the top card of your library. You may remove that card from the game. ( is the untap symbol.)

*Stripped of his sight, he was free to see only the ideal.*

—Carl Critchlow  
TM & © 1993–2008 Wizards of the Coast, Inc. 146/301 **2/2**

**Repel Intruders**

**Instant**

Put two 1/1 white Kithkin Soldier creature tokens into play if \* was spent to play Repel Intruders.  
Counter up to one target creature spell if ♦ was spent to play Repel Intruders. (Do both if \* ♦ was spent.)

—Irevor Hairsine  
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**Silkbind Faerie**

**Creature — Faerie Rogue**

Flying

**1 \* \* , :** Tap target creature. ( is the untap symbol.)

*"The bigger they are, the more fun it is to watch them fall flat on their faces."*

—Matt Cavotta  
TM & © 1993–2008 Wizards of the Coast, Inc. 148/301 **1/3**

**Somnomancer**

**Creature — Kithkin Wizard**

When Somnomancer comes into play, you may tap target creature.

*"Are you tired? You look tired."*

—Lars Grant-West  
TM & © 1993–2008 Wizards of the Coast, Inc. 149/301 **2/1**

**Steel of the Godhead**

**Enchantment — Aura**

Enchant creature

As long as enchanted creature is white, it gets +1/+1 and has lifelink. (Whenever it deals damage, its controller gains that much life.)

As long as enchanted creature is blue, it gets +1/+1 and is unblockable.

—Jason Chan  
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**Swans of Bryn Argoll**   



**Creature — Bird Spirit** 

**Flying**

If a source would deal damage to Swans of Bryn Argoll, prevent that damage. The source's controller draws cards equal to the damage prevented this way.

*Any being that harms them quickly learns its lesson.*

—Eric Fortune

4/3

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**Thistledown Duo**  



**Creature — Kithkin Soldier Wizard** 

Whenever you play a white spell, Thistledown Duo gets +1/+1 until end of turn.

Whenever you play a blue spell, Thistledown Duo gains flying until end of turn.

—Zoltan Boros & Gabor Salkóczy

2/2

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**Thistledown Liege**   



**Creature — Kithkin Knight** 

**Flash**

Other white creatures you control get +1/+1.

Other blue creatures you control get +1/+1.

*The thoughtsteft is his informant, and he is devoted guardian.*

—Adam Rex

1/3

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**Thoughtweft Gambit**   



**Instant** 

Tap all creatures you opponents control and untap all creatures you control.

*The kithkin mind-bond is even tighter in Shadowmoor, reinforcing the unity of their community to the point of xenophobia.*

—Steve Prescott

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**Turn to Mist**  



**Instant** 

Remove target creature from the game. Return that card to play under its owner's control at end of turn.

*"Did you expect me to dodge? Hooo quaint."*

—Olika, mistress-of-war witch

—Greg Staples

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**Worldpurge**    



**Sorcery** 

Return all permanents to their owners' hands. Each player chooses up to seven cards in his or her hand, then shuffles the rest into his or her library. Empty all mana pools.

*The Atrerra is not the only magic capable of remaking a world.*

—Chippy

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**Zealous Guardian** 



**Creature — Kithkin Soldier** 

**Flash**

*Parapet watchers patrol the outer edges of the dunes, signaling to others who wait patiently in shadow.*

—Steven Belliedin

1/1

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**Cemetery Puca**  



**Creature — Shapeshifter** 

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, Cemetery Puca becomes a copy of that creature and gains this ability.

*"'Tis a strange creature indeed that chooses the vanquished over the victor."*

—Aryella, elven seafarer

—Dmar Rayyan

1/2

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**Dire Undercurrents**   



**Enchantment** 

Whenever a blue creature comes into play under your control, you may have target player draw a card.

Whenever a black creature comes into play under your control, you may have target player discard a card.

—Franz Vohwinkel

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**Wanderbrine Rootcutters** 



**Creature — Merfolk Rogue** 

Wanderbrine Rootcutters can't be blocked by green creatures.

*Most dirtwalkers only know of the vicious merrows that dwell in the shallows. They can't begin to fathom the wickedness that skulks in the Dark Meanders.*

—Chippy  3/3

**Wasp Lancer** 



**Creature — Faerie Soldier** 

Flying

*"I doubt that faeries understand how short their lives are, compared to the rest of us. If they did, would they so readily charge into battle, heedless of the danger before them?"*

—Arylla, elvish safewright

—Warren Mahy  3/2

**Ashenmoor Gouger** 



**Creature — Elemental Warrior** 

Ashenmoor Gouger can't block.

*After his hands had crumbled away, leaving only wickedly sharp points, he decided his only purpose was war.*

—Matt Cavotta  4/4

**Ashenmoor Liege** 



**Creature — Elemental Knight** 

Other black creatures you control get +1/+1. Other red creatures you control get +1/+1. Whenever Ashenmoor Liege becomes the target of a spell or ability an opponent controls, that player loses 4 life.

*Lieges carry an ancestral grudge that makes them slow to trust and quick to retaliate.*

—Mark Rose  4/1

**Cultbrand Cinder** 



**Creature — Elemental Shaman** 

When Cultbrand Cinder comes into play, put a -1/-1 counter on target creature.

*"Your seared flesh will be the first step in your journey to dark enlightenment."*

—Christopher Meeker  3/3

**Demigod of Revenge** 



**Creature — Spirit Avatar** 

Flying, haste

When you play Demigod of Revenge, return all cards named Demigod of Revenge from your graveyard to play.

*"His laugh, a bellowing, deathly din, slices through the heavens, making them bleed."*

—The Scept's Parables

—Jon Murray  5/4

**Din of the Fireherd** 



**Sorcery** 

Put a 5/5 black and red Elemental creature token into play. Target opponent sacrifices a creature for each black creature you control, then sacrifices a land for each red creature you control.

*Vengeance in stampede form.*

—Dave Bowman  1/1

**Emberstrike Duo** 



**Creature — Elemental Warrior Shaman** 

Whenever you play a black spell, Emberstrike Duo gets +1/+1 until end of turn.

Whenever you play a red spell, Emberstrike Duo gains first strike until end of turn.

—Alexis Bensch  1/1

**Everlasting Torment** 



**Enchantment** 

Players can't gain life. Damage can't be prevented. All damage is dealt as though its source had wither. (A source with wither deals damage to creatures in the form of -1/-1 counters.)

*When night fell, the plane itself was scarred.*

—Richard Kane Robinson  0/0







**Sootwalkers** 



**Creature — Elemental Rogue** 

Sootwalkers can't be blocked by white creatures.

*"Why allow the fires of others to burn, when ours do not? Why leave them content, while we suffer? If there is to be misery, let it be borne by all."*

 **3/3**

**Spiteflame Witch** 



**Creature — Elemental Shaman** 

 Each player loses 1 life.

*Cinder beliefs revolve around the Path of Sorrow, a spiritual descent into oblivion. They don't mind taking others on their journey down.*

 **2/1**

**Spiteful Visions** 



**Enchantment** 

At the beginning of each player's draw step, that player draws a card.

Whenever a player draws a card, Spiteful Visions deals 1 damage to that player.

*Knowledge brings the sting of disillusionment, but the pain teaches perspective.*



**Torrent of Souls** 



**Sorcery** 

Return up to one target creature card from your graveyard to play if  was spent to play **Torrent of Souls**.

Creatures target player controls get +2/+0 and gain haste until end of turn if  was spent to play **Torrent of Souls**. (Do both if  was spent.)



**Traitor's Roar** 



**Sorcery** 

Tap target untapped creature. It deals damage equal to its power to its controller.

*Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*



**Tyrannize** 



**Sorcery** 

Target player discards his or her hand unless he or she pays 7 life.

*"I can stab you where it hurts, or where you will feel absolutely nothing."*

—Illusia of Nighthearth



**Boartusk Liege** 



**Creature — Goblin Knight** 

Trample

Other red creatures you control get +1/+1. Other green creatures you control get +1/+1.

*The bear leads its rider to victory in battle, but it doesn't know how close it is to becoming the victory feast.*

 **3/4**

**Boggart Ram-Gang** 



**Creature — Goblin Warrior** 

Haste

Wither (This deals damage to creatures in the form of -1/-1 counters.)

*"We're going to need a bigger gate."*

—Bowen, Barrenion guard captain

 **3/3**

**Deus of Calamity** 



**Creature — Spirit Avatar** 

Trample

Whenever **Deus of Calamity** deals 6 or more damage to an opponent, destroy target land that player controls.

*"He bears the marks of ages upon his skin, memories of dreams long dead and best left buried."*

—The Secer's Parables

 **6/6**



**Firespout** 2

**Sorcery**

Firespout deals 3 damage to each creature without flying if ♠ was spent to play Firespout and 3 damage to each creature with flying if ♣ was spent to play it. *(Do both if ♠♣ was spent.)*

—Jeff Mitrolo

**Fossil Find**

**Sorcery**

Return a card at random from your graveyard to your hand, then reorder your graveyard as you choose.

*"Some secrets want to be revealed. They burst through the soil of their own accord."  
—Dindon of Kulrath Mine*

—David Bettes

**Giantbaiting** 2

**Sorcery**

Put a 4/4 red and green Giant Warrior creature token with haste into play. Remove it from the game at end of turn.

*Conspire (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it.)*

—Jason Hanning

**Guttural Response**

**Instant**

Counter target blue instant spell.

*Wort had a raiding-bellows that could shatter steel, melt auras, and slice countermagic in half.*

—Matt Cretney

**Impromptu Raid** 3

**Enchantment**

2 ♣: Reveal the top card of your library. If it isn't a creature card, put it into your graveyard. Otherwise, put that card into play. That creature has haste. Sacrifice it at end of turn.

*For the Scuzzback gang, it's always "raid o'clock."*

—Emily Galligan

**Loamdragger Giant** 4

**Creature — Giant Warrior**

*Giants sleep soundly and long, sometimes for long enough that a crust of earth and moss grows over them. But inevitably something disturbs their slumber, and they wake unhappily.*

—Fred Vertese

7/6

**Manamorphose** 1

**Instant**

Add two mana in any combination of colors to your mana pool.

Draw a card.

*For a moment, objects of pure mana glimmered in the wonderstruck boggart's hands. In the next moment, they were in his mouth, as he chewed contentedly.*

—Jeff Mitrolo

**Morselhoarder** 4

**Creature — Elemental**

Morselhoarder comes into play with two -1/-1 counters on it.

Remove a -1/-1 counter from Morselhoarder: Add one mana of any color to your mana pool.

*It scours the hills for living matter, savoring even the tang of poisonous fungi.*

—Anthony S. Waters

6/4

**Mudbrawler Raiders** 2

**Creature — Goblin Warrior**

Mudbrawler Raiders can't be blocked by blue creatures.

*To reach the ravine of the Wanderbrine River, they were told to take the shortcut "through the mountains." They took the directions literally.*

—Neil Specker

3/3



**Rosheen Meanderer** 3

**Legendary Creature — Giant Shaman**

☞: Add 4 to your mana pool. Spend this mana only on costs that contain X.

*Night after night, Rosheen babbled about a bygone sunlit world, her every word dismissed as a madwoman's ravings.*

—Al-Kal Bricker

4/4

**Runes of the Deus** 4

**Enchantment — Aura**

Enchant creature

As long as enchanted creature is red, it gets +1/+1 and has double strike. (It deals both first-strike and regular combat damage.)

As long as enchanted creature is green, it gets +1/+1 and has trample.

—Warren Mahy

**Suzzback Marauders** 4

**Creature — Goblin Warrior**

Trample

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

—Brett Ventres

5/2

**Suzzback Scrapper**

**Creature — Goblin Warrior**

Wither (This deals damage to creatures in the form of -1/-1 counters.)

*The Suzzback gang scavenges rusty armor covered in barbed protrusions. No threat is more effective than the threat of infection.*

—Scott Althman

1/1

**Tattermunge Duo** 2

**Creature — Goblin Warrior Shaman**

Whenever you play a red spell, Tattermunge Duo gets +1/+1 until end of turn.

Whenever you play a green spell, Tattermunge Duo gains forestwalk until end of turn.

—Jesper Eising

2/3

**Tattermunge Maniac**

**Creature — Goblin Warrior**

Tattermunge Maniac attacks each turn if able.

*It shows up at one meal wearing the carcass of the last.*

—Mall Cavotta

2/1

**Tattermunge Witch** 1

**Creature — Goblin Shaman**

☞☞: Each blocked creature gets +1/+0 and gains trample until end of turn.

*The Tattermunge gang has no words for the spell that whips their insatiable rage into a frenzy. They only know they like it.*

—Warren Mahy

2/1

**Valleymaker** 5

**Creature — Giant Shaman**

☞: Sacrifice a Mountain: Valleymaker deals 3 damage to target creature.

☞: Sacrifice a Forest: Choose a player. That player adds ☞☞☞ to his or her mana pool.

*Their home uprooted by a giant, the gang of boggras mourned their old stomping ground.*

—Andy Gallegos

5/5

**Vexing Shusher** 2

**Creature — Goblin Shaman**

Vexing Shusher can't be countered.

\*: Target spell can't be countered by spells or abilities.

*The stench of bloodcap mushrooms on the breath is enough to ward off even the most potent magics, especially when combined with a special chant: "Hushhhh."*

—Kyril Van Der Haegen

2/2



**Wort, the Raidmother** 



**Legendary Creature — Goblin Shaman** 

When Wort, the Raidmother comes into play, put two 1/1 red and green Goblin Warrior creature tokens into play.

Each red or green instant or sorcery spell you play has *conspire*. (As you play the spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose new targets for the copy.)

—Steve Allop  
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3/3

**Barkshell Blessing** 



**Instant** 

Target creature gets +2/+2 until end of turn.

*Conspire* (As you play this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

—Steven Bellorin  
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**Dawnglow Infusion** 



**Sorcery** 

You gain X life if  was spent to play Dawnglow Infusion and X life if  was spent to play it. (Do both if  was spent.)

*Dawnglow bloom is a potent nostrum, but the dawnglow brewed from its sap is nothing less than life itself.*

—Rebecca Guay  
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**Elvish Hexhunter** 



**Creature — Elf Shaman** 

, , Sacrifice Elvish Hexhunter: Destroy target enchantment.

*"All manner of curses, blights, and luckspoils infect Shadowmoor. We stalk them all, one perilous quest at a time."*

—Alex Huxley-Oriandelli  
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1/1

**Fracturing Gust** 



**Instant** 

Destroy all artifacts and enchantments. You gain 2 life for each creature you destroyed this way.

*Elvish dawnhands test a relic's worthiness before collecting it for the safehold. If it can't stand up to a stiff breeze, it's left behind.*

—Michael Sutfin  
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**Heartmender** 



**Creature — Elemental** 

At the beginning of your upkeep, remove a -1/-1 counter from each creature you control.

*Persist* (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

—Rebecca Guay  
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2/2

**Kitchen Finks** 



**Creature — Ouphe** 

When Kitchen Finks comes into play, you gain 2 life.

*Persist* (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

*Accept one favor from an ouphe, and you're doomed to accept another.*

—Nev Walker  
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3/2

**Medicine Runner** 



**Creature — Elf Cleric** 

When Medicine Runner comes into play, you may remove a counter from target permanent.

*Elvish healers carry vials of the balm known as dawnglow, reserving it for those wounds that herbs cannot treat.*

—Chippy  
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2/1

**Mercy Killing** 



**Instant** 

Target creature's controller sacrifices it, then puts X 1/1 green and white Elf Warrior creature tokens into play, where X is that creature's power.

*"We will give you the peace you seek, though you may not yet know you seek it."*

—Dave Kendall  
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**Old Ghostbark** 3

**Creature — Treefolk Warrior**

*"Beware of trees that talk. Their words are threats. And mind the ones that sway and creak. They too threaten us, but in a foreign tongue."*  
—The Book of Other Folk

Thomas M. Easa  
3/6

**Oracle of Nectars** 2

**Creature — Elf Cleric**

X, ♠: You gain X life.

*When elves find a fount of beauty, they protect it. Where there is beauty, there is hope.*

Brandon Kikowski  
2/2

**Oversoul of Dusk** 4

**Creature — Spirit Avatar**

Protection from blue, from black, and from red

*"Some say she hid the sun herself, a desperate act to save it from its ultimate extinction."*  
—The Seer's Parables

Scott M. Fischer  
5/5

**Raven's Run Dragon** 2

**Creature — Elf Knight**

Raven's Run Dragon can't be blocked by black creatures.

*"I have a gift. The ability to sense encroaching darkness has saved many lives. And yet constantly feeling the force of so much ugliness is a terrible burden."*

Darryl Bader  
3/3

**Reknit** 1

**Instant**

Regenerate target permanent.

*"An axe may break upon a ribbon if the ribbon's will is the stronger."*  
—Awylla, elvish safewright

Zoltan Boros & Gabor Szekely  
1/1

**Rhys the Redeemed** 1

**Legendary Creature — Elf Warrior**

2 ♠, ♠: Put a 1/1 green and white Elf Warrior creature token into play.

4 ♠, ♠, ♠: For each creature token you control, put a token into play that's a copy of that creature.

*Whole again in honor and horn.*

Steve Prescott  
1/1

**Safehold Duo** 3

**Creature — Elf Warrior Shaman**

Whenever you play a green spell, Safehold Duo gets +1/+1 until end of turn.

Whenever you play a white spell, Safehold Duo gains vigilance until end of turn.

Ivey  
2/4

**Safehold Elite** 1

**Creature — Elf Scout**

Persist (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

*"I refuse to die—not at the hands of one such as you."*

Richard Whitters  
2/2

**Safewright Quest** 1

**Sorcery**

Search your library for a Forest or Plains card, reveal it, and put it into your hand. Then shuffle your library.

*Elves search for sources of beauty in a nighted world. Meanwhile, the nighted world searches for the blood of elves.*

Dan Scott  
1/1



**Seedcradle Witch** 



**Creature — Elf Shaman** 

2 ♦♦: Target creature gets +3/+3 until end of turn. Untap that creature.

*She whispered a prayer for strength, and her wishes wafted away like seeds on the wind.*

—Steven Belledin  
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1/1

**Shield of the Oversoul** 



**Enchantment — Aura** 

Enchant creature

As long as enchanted creature is green, it gets +1/+1 and is indestructible. (*Lebal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.*)

As long as enchanted creature is white, it gets +1/+1 and has flying.

—Steven Belledin  
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**Wheel of Sun and Moon** 



**Enchantment — Aura** 

Enchant player

If a card would be put into enchanted player's graveyard from anywhere, instead that card is revealed and put on the bottom of that player's library.

*Every life ends, but life itself never does.*

—Johann Boros & Gabor Szekszai  
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**Wilt-Leaf Cavaliers** 



**Creature — Elf Knight** 

Vigilance

*Every elf in Shadowmoor is charged from birth with a terrible duty: to strike back against the ugliness and darkness, even though they are all around and seemingly without end.*

—Steve Prescott  
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3/4

**Wilt-Leaf Liege** 



**Creature — Elf Knight** 

Other green creatures you control get +1/+1. Other white creatures you control get +1/+1.

If a spell or ability an opponent controls causes you to discard Wilt-Leaf Liege, put it into play instead of putting it into your graveyard.

—Jason Chan  
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4/4

**Blazethorn Scarecrow** 



**Artifact Creature — Scarecrow** 

Blazethorn Scarecrow has haste as long as you control a red creature.

Blazethorn Scarecrow has wither as long as you control a green creature. (*It deals damage to creatures in the form of -1/-1 counters.*)

—Dave Kendall  
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3/3

**Blight Sickle** 



**Artifact — Equipment** 

Equipped creature gets +1/+0 and has wither. (*It deals damage to creatures in the form of -1/-1 counters.*)

Equip 2

*Its scars cut deeper than its blade.*

—John Avon  
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**Cauldron of Souls** 



**Artifact** 

♦: Choose any number of target creatures. Each of those creatures gains persist until end of turn. (*When it's put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.*)

—Rob Brown  
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**Chainbreaker** 



**Artifact Creature — Scarecrow** 

Chainbreaker comes into play with two -1/-1 counters on it.

♦, ♣: Remove a -1/-1 counter from target creature.

*Scarecrows deemed too malevolent to roam free are shackled to boulders or dolmen stones. Their animosity usually outlives the chains.*

—Jeff Miracola  
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3/3



**Elsewhere Flask** 2

**Artifact**

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

*One night Oma bottled the sky. The next night she aligned the stars and released it.*

—Carl Frank

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**Gnarled Effigy** 4

**Artifact**

4, ♠: Put a -1/-1 counter on target creature.

*"Bits of fallen scarecrow, laces of elfskin leather, teeth of an axeshark merrow . . . An industrious soul can find new uses for the most mundane items."*

—Mowagh the Gwyllyon

—Ken Brown

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**Grim Poppet** 7

**Artifact Creature — Scarecrow**

Grim Poppet comes into play with three -1/-1 counters on it.

Remove a -1/-1 counter from Grim Poppet: Put a -1/-1 counter on another target creature.

*Beware a scarecrow bearing gifts—especially sloshing vessels of acid.*

—Ken Walker

4/4

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**Heap Doll** 1

**Artifact Creature — Scarecrow**

Sacrifice Heap Doll: Remove target card in a graveyard from the game.

*"I know one night it won't come back. Then I'll know it's truly done its job."*

—Braenna, cobblesmith

—John Avon

1/1

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**Illuminated Folio** 5

**Artifact**

1, ♠: Reveal two cards from your hand that share a color. Draw a card.

*Most such relics remain clasped shut for fear of what ominous truths might be carved into the dipych inside.*

—Jim Pavelec

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**Lockjaw Snapper** 4

**Artifact Creature — Scarecrow**

Wither (*This deals damage to creatures in the form of -1/-1 counters.*)

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

—Daren Easter

2/2

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**Lurebound Scarecrow** 3

**Artifact Creature — Scarecrow**

As Lurebound Scarecrow comes into play, choose a color.

When you control no permanents of the chosen color, sacrifice Lurebound Scarecrow.

*It's a fool's race to run if all is lost if it be won.*

—Pete Hamlin

4/4

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**Painter's Servant** 2

**Artifact Creature — Scarecrow**

As Painter's Servant comes into play, choose a color.

All cards that aren't in play, spells, and permanents are the chosen color in addition to their other colors.

*It gathers hues from the twilight mist so that its master can paint a better world.*

—Mike Dringenberg

1/3

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**Pili-Pala** 2

**Artifact Creature — Scarecrow**

Flying

2, ♣: Add one mana of any color to your mana pool. (♣ is the untap symbol.)

*It wasn't really expected to fly. Then again, it wasn't expected to move, either.*

—Rae Spencer

1/1

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**Rattleblaze Scarecrow** 6



Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. (When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)

Rattleblaze Scarecrow has haste as long as you control a red creature.

— Trevor Hairsine

5/3

**Reaper King**



Legendary Artifact Creature — Scarecrow

(\*) can be paid with any two mana or with \*. This card's converted mana cost is 10.)

Other Scarecrow creatures you control get +1/+1.

Whenever another Scarecrow comes into play under your control, destroy target permanent.

It's harvest time.

— Jim Murray

6/6

**Revelsong Horn** 2



Artifact

1, ♣, Tap an untapped creature you control: Target creature gets +1/+1 until end of turn.

*A deflated sigh breathed into the horn emerges as an inspiring melody.*

— Franz Vohwinkel

**Scrapbasket** 4



Artifact Creature — Scarecrow

1: Scrapbasket becomes all colors until end of turn.

*Once a tool of kithkin farmers, scarecrows of all shapes now skitter and lurch across Shadowmoor, animated by residual rustic magics.*

— Heather Hudson

3/2

**Scuttlemutt** 3



Artifact Creature — Scarecrow

♣: Add one mana of any color to your mana pool.

♣: Target creature becomes the color of colors of your choice until end of turn.

*Built to shuttle goods from the river, it took off one day carrying a cauldron of dyes.*

— Jeremy Jarvis

2/2

**Tatterkite** 3



Artifact Creature — Scarecrow

Flying

Tatterkite can't have counters placed on it.

*"I rigged it together from wicker and scrap, yet somehow I find it unalterably perfect."*

— Braenna, cobblesmith

— Kip Brown

2/1

**Thornwatch Scarecrow** 6



Artifact Creature — Scarecrow

Thornwatch Scarecrow has wither as long as you control a green creature. (It deals damage to creatures in the form of -1/-1 counters.)

Thornwatch Scarecrow has vigilance as long as you control a white creature.

— Chuck Lukacs

4/4

**Trip Noose** 2



Artifact

2, ♣: Tap target creature.

*A tau slipknot trigger is the only thing standing between you and standing.*

— Randy Gallegos

**Umbral Mantle** 3



Artifact — Equipment

Equipped creature has "3, ♠: This creature gets +2/+2 until end of turn." (♠ is the untap symbol.)

Equip 0

*It harnesses the power of night in a land where daylight fears to show itself.*

— Richard Serrinha







**Mystic Gate**

Land

☞: Add 1 to your mana pool.  
 ♦, ♣: Add ♦♦, ♦♣, or ♣♣ to your mana pool.

*The gate of every kithkin down is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.*

—Fred Fields  
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**Reflecting Pool**

Land

☞: Add to your mana pool one mana of any type that a land you control could produce.

*Does it reflect the future that once was or the past that can never be?*

—Fred Fields  
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**Sapseep Forest**

Land — Forest

(☞: Add ♣ to your mana pool.)  
 Sapseep Forest comes into play tapped.  
 ♣: You gain 1 life. Play this ability only if you control two or more green permanents.

—Alicia J. Witt  
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**Sunken Ruins**

Land

☞: Add 1 to your mana pool.  
 ♦, ♣: Add ♦♦, ♦♣, or ♣♣ to your mana pool.

*Without the care of the tideshapers, the Lanes lie neglected. Some have flooded entire towns; others dried to cracked mud.*

—Warren Mahy  
 © 2011 Wizards of the Coast

**Wooded Bastion**

Land

☞: Add 1 to your mana pool.  
 ♦, ♣: Add ♣♣, ♣♦, or ♦♦ to your mana pool.

*The elves of Wilt-Leaf Wood continually expand the palisade surrounding the sanctuary. They hope to one day enclose the entire forest within its walls.*

—Christopher Hootler  
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**Plains**

Basic Land — Plains

—Dmitry Evoyan  
 © 2011 Wizards of the Coast

**Plains**

Basic Land — Plains

—Lars Grant West  
 © 2011 Wizards of the Coast

**Plains**

Basic Land — Plains

—Dave Semitt  
 © 2011 Wizards of the Coast

**Plains**

Basic Land — Plains

—Lary McDougal  
 © 2011 Wizards of the Coast











# SHADOWMOOR™

## Card Checklist

This checklist lets you keep track of your cards. A card's collector number will help you find it in the Card Encyclopedia on pages 14–47.

<input type="checkbox"/> Advice from the Fae	28 U	<input type="checkbox"/> Chainbreaker	249 C	<input type="checkbox"/> Elvish Hexhunter	226 C
<input type="checkbox"/> Æthertow	136 C	<input type="checkbox"/> Cinderbones	59 C	<input type="checkbox"/> Ember Gale	91 C
<input type="checkbox"/> Aphotic Wisps	55 C	<input type="checkbox"/> Cinderhaze Wretch	60 C	<input type="checkbox"/> Emberstrike Duo	185 C
<input type="checkbox"/> Apothecary Initiate	1 C	<input type="checkbox"/> Consign to Dream	32 C	<input type="checkbox"/> Enchanted Evening	140 R
<input type="checkbox"/> Armored Ascension	2 U	<input type="checkbox"/> Corrosive Mentor	61 U	<input type="checkbox"/> Everlasting Torment	186 R
<input type="checkbox"/> Ashenmoor Cohort	56 C	<input type="checkbox"/> Corrupt	62 U	<input type="checkbox"/> Faerie Macabre	66 C
<input type="checkbox"/> Ashenmoor Gouger	180 U	<input type="checkbox"/> Counterbore	33 R	<input type="checkbox"/> Faerie Swarm	37 U
<input type="checkbox"/> Ashenmoor Liege	181 R	<input type="checkbox"/> Crabapple Cohort	109 C	<input type="checkbox"/> Farhaven Elf	113 C
<input type="checkbox"/> Augury Adept	137 R	<input type="checkbox"/> Cragganwick Cremator	87 R	<input type="checkbox"/> Fate Transfer	161 C
<input type="checkbox"/> Ballynock Cohort	3 C	<input type="checkbox"/> Crimson Wisps	88 C	<input type="checkbox"/> Fire-Lit Thicket	271 R
<input type="checkbox"/> Barkshell Blessing	224 C	<input type="checkbox"/> Crowd of Cinders	63 U	<input type="checkbox"/> Firespout	205 U
<input type="checkbox"/> Barrenton Cragtreads	138 C	<input type="checkbox"/> Cultbrand Cinder	182 C	<input type="checkbox"/> Fists of the Demigod	187 C
<input type="checkbox"/> Barrenton Medic	4 C	<input type="checkbox"/> Curse of Chains	139 C	<input type="checkbox"/> Flame Javelin	92 U
<input type="checkbox"/> Beseech the Queen	57 U	<input type="checkbox"/> Cursecatcher	34 U	<input type="checkbox"/> Flourishing Defenses	114 U
<input type="checkbox"/> Biting Tether	29 U	<input type="checkbox"/> Dawnglow Infusion	225 U	<input type="checkbox"/> Flow of Ideas	38 U
<input type="checkbox"/> Blazethorn Scarecrow	246 C	<input type="checkbox"/> Deepchannel Mentor	35 U	<input type="checkbox"/> Forest	298 L
<input type="checkbox"/> Blight Sickle	247 C	<input type="checkbox"/> Deep-Slumber Titan	89 R	<input type="checkbox"/> Forest	299 L
<input type="checkbox"/> Blistering Dieflynn	82 C	<input type="checkbox"/> Demigod of Revenge	183 R	<input type="checkbox"/> Forest	300 L
<input type="checkbox"/> Bloodmark Mentor	83 U	<input type="checkbox"/> Deus of Calamity	204 R	<input type="checkbox"/> Forest	301 L
<input type="checkbox"/> Bloodshed Fever	84 C	<input type="checkbox"/> Devoted Druid	110 C	<input type="checkbox"/> Fossil Find	206 U
<input type="checkbox"/> Blowfly Infestation	58 U	<input type="checkbox"/> Din of the Fireherd	184 R	<input type="checkbox"/> Foxfire Oak	115 C
<input type="checkbox"/> Boartusk Liege	202 R	<input type="checkbox"/> Dire Undercurrents	159 R	<input type="checkbox"/> Fracturing Gust	227 R
<input type="checkbox"/> Boggart Arsonists	85 C	<input type="checkbox"/> Disturbing Plot	64 C	<input type="checkbox"/> Fulminator Mage	188 R
<input type="checkbox"/> Boggard Ram-Gang	203 U	<input type="checkbox"/> Dramatic Entrance	111 R	<input type="checkbox"/> Furstoke Giant	93 R
<input type="checkbox"/> Boon Reflection	5 R	<input type="checkbox"/> Dream Salvage	160 U	<input type="checkbox"/> Ghashlord of Fugue	162 R
<input type="checkbox"/> Briarberry Cohort	30 C	<input type="checkbox"/> Drove of Elves	112 U	<input type="checkbox"/> Ghashly Discovery	39 C
<input type="checkbox"/> Burn Trail	86 C	<input type="checkbox"/> Drowner Initiate	36 C	<input type="checkbox"/> Giantbaiting	207 C
<input type="checkbox"/> Cauldron of Souls	248 R	<input type="checkbox"/> Dusk Urchins	65 R	<input type="checkbox"/> Glamer Spinners	141 U
<input type="checkbox"/> Cemetery Puca	158 R	<input type="checkbox"/> Elemental Mastery	90 R	<input type="checkbox"/> Gleeful Sabotage	116 C
<input type="checkbox"/> Cerulean Wisps	31 C	<input type="checkbox"/> Elsewhere Flask	250 C	<input type="checkbox"/> Glen Elendra Liege	163 R



☐☐ Gloomlance	67 C	☐☐ Knacksaw Clique	42 R	☐☐ Nurturer Initiate	124 C
☐☐ Gloomwidow	117 U	☐☐ Knollspine Dragon	98 R	☐☐ Old Ghostbark	232 C
☐☐ Gloomwidow's Feast	118 C	☐☐ Knollspine Invocation	99 R	☐☐ Oona, Queen of the Faerie	172 C
☐☐ Gnarled Effigy	251 U	☐☐ Kulrath Knight	190 U	☐☐ Oona's Gatewarden	173 C
☐☐ Godhead of Awe	142 R	☐☐ Last Breath	11 C	☐☐ Oracle of Nectars	233 R
☐☐ Goldenglow Moth	6 C	☐☐ Leech Bonder	43 U	☐☐ Order of Whiteclay	16 R
☐☐ Gravelgill Axeshark	164 C	☐☐ Leechridden Swamp	273 U	☐☐ Oversoul of Dusk	234 R
☐☐ Gravelgill Duo	165 C	☐☐ Loamdragger Giant	210 C	☐☐ Painter's Servant	257 R
☐☐ Graven Cairns	272 R	☐☐ Loch Korrigan	71 C	☐☐ Pale Wayfarer	17 U
☐☐ Greater Auramancy	7 R	☐☐ Lockjaw Snapper	255 U	☐☐ Parapet Watchers	45 C
☐☐ Grief Tyrant	189 U	☐☐ Lurebound Scarecrow	256 U	☐☐ Pili-Pala	258 C
☐☐ Grim Poppet	252 R	☐☐ Madblind Mountain	274 U	☐☐ Plague of Vermin	73 R
☐☐ Guttural Response	208 U	☐☐ Mana Reflection	122 R	☐☐ Plains	282 L
☐☐ Heap Doll	253 U	☐☐ Manaforge Cinder	191 C	☐☐ Plains	283 L
☐☐ Heartmender	228 R	☐☐ Manamorphose	211 C	☐☐ Plains	284 L
☐☐ Helm of the Ghostlord	166 C	☐☐ Mass Calcify	12 R	☐☐ Plains	285 L
☐☐ Hollowborn Barghest	68 R	☐☐ Medicine Runner	230 C	☐☐ Plumeveil	145 U
☐☐ Hollowsage	69 U	☐☐ Memory Plunder	169 R	☐☐ Poison the Well	193 C
☐☐ Horde of Boggarts	94 U	☐☐ Memory Sluice	170 C	☐☐ Polluted Bonds	74 R
☐☐ Howl of the Night Pack	119 U	☐☐ Mercy Killing	231 U	☐☐ Power of Fire	101 C
☐☐ Hungry Spriggan	120 C	☐☐ Merrow Grimeblotter	171 U	☐☐ Presence of Gond	125 C
☐☐ Illuminated Folio	254 U	☐☐ Merrow Wavebreakers	44 C	☐☐ Prismatic Omen	126 R
☐☐ Impromptu Raid	209 R	☐☐ Midnight Banshee	72 R	☐☐ Prismwake Merrow	46 C
☐☐ Incremental Blight	70 U	☐☐ Mine Excavation	13 C	☐☐ Prison Term	18 U
☐☐ Inescapable Brute	95 C	☐☐ Mirrorweave	143 R	☐☐ Puca's Mischief	47 R
☐☐ Inkfathom Infiltrator	167 U	☐☐ Mistmeadow Skulk	14 U	☐☐ Puncture Bolt	102 C
☐☐ Inkfathom Witch	168 U	☐☐ Mistmeadow Witch	144 U	☐☐ Puppeteer Clique	75 R
☐☐ Inquisitor's Snare	8 C	☐☐ Mistveil Plains	275 U	☐☐ Puresight Merrow	146 U
☐☐ Intimidator Initiate	96 C	☐☐ Moonring Island	276 U	☐☐ Put Away	48 C
☐☐ Island	286 L	☐☐ Morselhoarder	212 C	☐☐ Pyre Charger	103 U
☐☐ Island	287 L	☐☐ Mossbridge Troll	123 R	☐☐ Rage Reflection	104 R
☐☐ Island	288 L	☐☐ Mountain	294 L	☐☐ Raking Canopy	127 U
☐☐ Island	289 L	☐☐ Mountain	295 L	☐☐ Rattleblaze Scarecrow	259 C
☐☐ Isleback Spawn	40 R	☐☐ Mountain	296 L	☐☐ Raven's Run Dragon	235 C
☐☐ Jaws of Stone	97 U	☐☐ Mountain	297 L	☐☐ Reaper King	260 R
☐☐ Juvenile Gloomwidow	121 C	☐☐ Mudbrawler Cohort	100 C	☐☐ Reflecting Pool	278 R
☐☐ Kinscaer Harpoonist	41 C	☐☐ Mudbrawler Raiders	213 C	☐☐ Reknit	236 U
☐☐ Kitchen Finks	229 U	☐☐ Murderous Redcap	192 U	☐☐ Repel Intruders	147 U
☐☐ Kithkin Rabble	9 U	☐☐ Mystic Gate	277 R	☐☐ Resplendent Mentor	19 U
☐☐ Kithkin Shielddare	10 C	☐☐ Niveous Wisps	15 C	☐☐ Revelsong Horn	261 U



○ Rhys the Redeemed	237 R	○ Sootstoke Kindler	195 C	○ Traitor's Roar	200 C
○ Rite of Consumption	76 C	○ Sootwalkers	196 C	○ Trip Noose	266 U
○ River Kelpie	49 R	○ Spawnwrite	129 R	○ Turn to Mist	155 C
○ River's Grasp	174 U	○ Spectral Procession	23 U	○ Twilight Shepherd	25 R
○ Rosheen Meanderer	214 R	○ Spell Syphon	52 C	○ Tyrannize	201 R
○ Roughshod Mentor	128 U	○ Spiteflame Witch	197 U	○ Umbral Mantle	267 U
○ Rune-Cervin Rider	20 C	○ Spiteful Visions	198 R	○ Vallemaker	221 R
○ Runed Halo	21 R	○ Splitting Headache	79 C	○ Vexing Shusher	222 R
○ Runes of the Deus	215 C	○ Steel of the Godhead	150 C	○ Viridescent Wisps	132 C
○ Rustrazor Butcher	105 C	○ Strip Bare	24 C	○ Wanderbrine Rootcutters	178 C
○ Safehold Duo	238 C	○ Sunken Ruins	280 R	○ Wasp Lancer	179 U
○ Safehold Elite	239 C	○ Swamp	290 L	○ Watchwing Scarecrow	268 C
○ Safehold Sentry	22 C	○ Swamp	291 L	○ Wheel of Sun and Moon	243 R
○ Safewright Quest	240 C	○ Swamp	292 L	○ Whimwader	54 C
○ Sapseep Forest	279 U	○ Swamp	293 L	○ Wicker Warcrawler	269 U
○ Savor the Moment	50 R	○ Swans of Bryn Argoll	151 R	○ Wild Swing	108 U
○ Scar	194 C	○ Sygg, River Cutthroat	176 R	○ Wildslayer Elves	133 C
○ Scarscale Ritual	175 C	○ Tatterkite	264 U	○ Wilt-Leaf Cavaliers	244 U
○ Scrapbasket	262 C	○ Tattermunge Duo	218 C	○ Wilt-Leaf Liege	245 R
○ Scuttlemutt	263 C	○ Tattermunge Maniac	219 U	○ Windbrisk Raptor	26 R
○ Scuzzback Marauders	216 C	○ Tattermunge Witch	220 U	○ Wingrattle Scarecrow	270 C
○ Scuzzback Scrapper	217 C	○ Thistledown Duo	152 C	○ Witherseale Wurm	134 R
○ Seedcradle Witch	241 U	○ Thistledown Liege	153 R	○ Woeleecher	27 C
○ Shield of the Oversoul	242 C	○ Thornwatch Scarecrow	265 C	○ Wooded Bastion	281 R
○ Sickle Ripper	77 C	○ Thought Reflection	53 R	○ Woodfall Primus	135 R
○ Silkbind Faerie	148 C	○ Thoughtweft Gambit	154 U	○ Worldpurge	156 R
○ Sinking Feeling	51 C	○ Toil to Renown	130 C	○ Wort, the Raidmother	223 R
○ Slinking Giant	106 U	○ Torpor Dust	177 C	○ Wound Reflection	81 R
○ Smash to Smithereens	107 C	○ Torrent of Souls	199 U	○ Zealous Guardian	157 C
○ Smolder Initiate	78 C	○ Torture	80 C		
○ Somnomancer	149 C	○ Tower Above	131 U		

○ = Regular card    ◻ = Premium card    C = Common    U = Uncommon    R = Rare    L = Basic land

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